

### **Amendments to the Specification:**

Please replace the paragraph beginning on page 7, line 29 with the following amended paragraph:

In step 504 it is determined if the primitive is totally outside of the screen region 300, such as a primitive 302 in FIG. 3. The primitive 302 will be found to be totally outside the screen region 300 if at least one of the following is logically true given a start point of  $x = XSTART$  and  $y = YSTART$  for the primitive:

$XDIR \text{ AND } ((X < XLEFT) \text{ OR } (XEND > XRIGHT))$

$XDIR$   $\text{ AND } ((X > XRIGHT) \text{ OR } (XEND > XLEFT))$

$YDIR \text{ AND } ((Y < YTOP) \text{ OR } (YEND > YBOTTOM))$

$YDIR$   $\text{ AND } ((Y > YBOTTOM) \text{ OR } (YEND < YTOP))$  where an underlined  $XDIR$  refers to a logical NOT  $DIR$ .

Please replace the paragraph beginning on page 8, line 13 with the following amended paragraph:

The portion of the primitive lying within the screen area 300 is identified as follows. First, the variable  $y$  is incremented if the following first value is logically true:

$((YDIR \text{ AND } (Y > YBOTTOM)) \text{ OR } (YDIR \text{ AND } (Y < YTOP)))$

Then the variable  $x$  is incremented if the following second value is logically true:

$((([XDIR])\text{XDIR} \text{ AND } X > XRIGHT)) \text{ OR } ((\text{XDIR} \text{ AND } (X < XLEFT)))$ .

Please replace the paragraph beginning on page 8, line 19 with the following amended paragraph:

These steps (508, 510) are then repeated until the first and second values are not true, which identifies a beginning of a portion of the primitive that is inside the screen region. That is, the test is to determine if the variable  $y$  is between  $YTOP$  and  $YBOTTOM$ , and if the variable  $x$  is between  $[XLEFT]\text{XLEFT}$  and  $XRIGHT$ . If the answer to this question is no, then  $x$  and  $y$  are incremented. If the answer to the question is yes, then the pixel corresponding to that  $x,y$  coordinate lies within the portion of the primitive within the screen region 300, and the pixel is then filled (step 512), that is, assigned the proper color value.

The process ends when all pixels within the portion of the primitive inside the screen region 300 have been filled, the test being performed in step 514 in FIG. 5.